CLASSIC GAMING EXPO 2003

Las Vegas, Nevada

August 9-10, 2003

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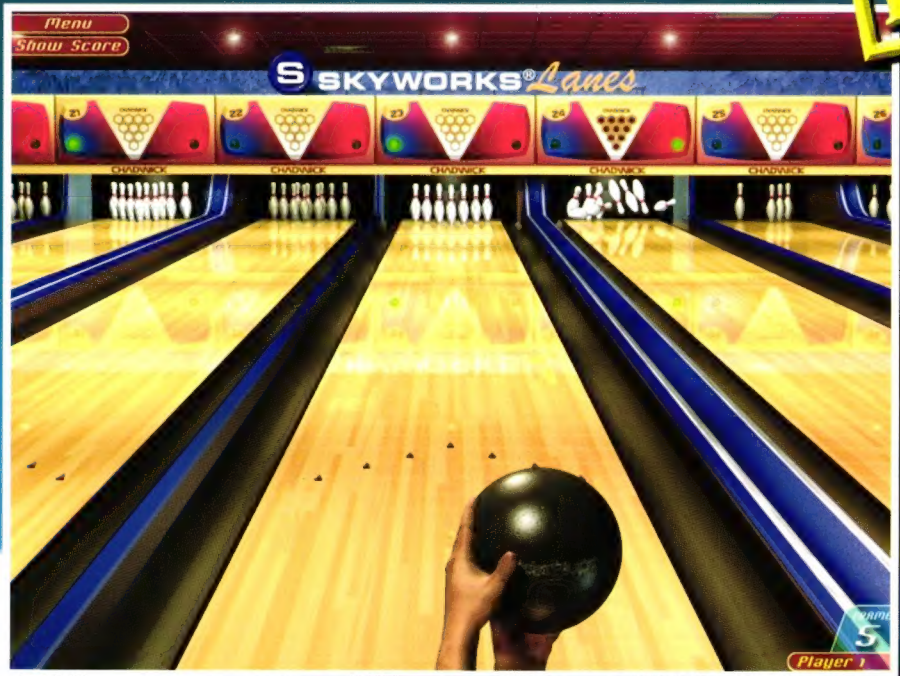

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WELCOME & THANKS

Welcome to Classic Gaming Expo 2003!

The show is now six years old and still getting bigger and better. We knew it would be hard to beat last year's fifth anniversary spectacular, but somehow this year's show has shaped up to be our best yet. All the while maintaining our tradition and primary goal of producing a show that celebrates the roots and history of videogames that is run BY classic gamers, FOR classic gamers.

We have some great things planned this year including a mini-event known as Jag-Fest. Once a seperate event, this year Jag-Fest has taken to the road having multiple events within other shows. Headed up by Carl Forhan, Jag-Fest at CGE looks to be the biggest and best yet! We have several other new vendors who will be joining us this year and showing off their latest products. Keep an eye out for new classic titles from major software publishers like Midway, Ubi Soft, and Atari.

The CGE Museum has grown by leaps and bounds this year and is literally bursting at the seams thanks to numerous new items on display for the first time. What makes the museum so incredible and unique is that it is comprised of hundreds of items from various collectors, friends, and some of our distinguished guests. Expect to see incredible displays of Atari, Intellivision, Vectrex, and other classic and modern items. Also, this year, we have again expanded our handheld display and you can expect to see a bunch of Atari 8-bit computer rarities and vaporware. If you ever planned to take pictures of the museum, this is the year to do it!

Twin Galaxies and Songbird Productions have teamed up to bring us some great tournaments this year. Look for competitions on several arcade coin-ops as well as Lynx, Jaguar, and other classic home consoles platforms. There are some super prizes to be won! Speaking of prizes, be on the lookout for some of our many door prizes to be given away at random (sorry, no Dig Dug Drop this year). We've got some spectacular items available this year including an Arcade Werx cabinet worth six hundred dollars donated by HanaHo Games. Other winners will receive Nintendo GameCube systems, prototype cartridges, gift certificates, and other great items.

Like playing arcade games? This year we'll have approximately 50 arcade machines available for you to test your skills on. All set on free play, no quarters needed. Our Arcade Coordinator, Steven Hertz, and his crew have assembled an incredible line-up of laser-disc arcade machines as well as all of your old classic favorites. Also returning and adding to the arcade mania is Tim Arnold from the Las Vegas Pinball Collectors Club. Aside from bringing loads of machines himself, Tim's annual charity auction for the Salvation Army has some great prizes to offer including a grand prize of a full-size arcade machine shipped to your home!

As if this wasn't enough, there are still many more factors that will contribute to making this CGE a special experience for all involved. One of the biggest is the presence of our Alumni guests. This year we're expecting over 40 distinguished guests who helped to shape the industry as we know it today. Each year they give up their time and money to come to the show, give talks about the old days, and meet up with their fans. Keep that in mind as you browse the exhibit hall. They're here to meet you as much as you are to meet them. Don't be afraid to strike up a conversation, ask for an autograph (we gave you 2 pages in the program), and let them know how much you appreciate their efforts.

But wait, there's more! Our Music Coordinator, Seth, has lined up an awesome array of classic videogame and 80's music in addition to his own fine medleys. Finally, we'll have Video Game Jeopardy, our famous swap meet, our infamous auction and more of the many other things you've come to expect from Classic Gaming Expo. We're expecting this to be the biggest and best expo yet and we hope this year's show will remain as one of your fondest gaming memories in the years to come.

Although we hold the titles of organizers, we're just another cog in the wheel in putting on this great show. Everybody here plays just as an important role as we do. Every vendor, volunteer, special guest, and attendee are responsible for making this show the success that it is. Every single person you see over the weekend has given of themselves to make this expo happen. From our distinguished guests who have again graciously donated both their time and money to attend, to the sponsors and exhibitors who have backed us with financing and services, to the thousands of attendees that are spending their vacations here in Las Vegas, you are the people responsible for making this show a success. As you wander around the expo, stop and look around and take a moment to take it all in and realize that this is YOUR show and it's YOUR support that makes it happen.

We'd like to thank all the people who have helped out with many of the menial tasks including show set-up and break-down, providing and setting up museum entries, and numerous other physical and mental tasks. An extra special thanks to those who went above and beyond the call of duty in helping to organize this event; namely, Larry Anderson, Tim Arnold, Ian Baronofsky, Walter Day, Ronen Habot, Leonard Herman, Steven Hertz, Jayson Hill, Debra Keller, Jaime Moreau, Rik Morgan, Beth Mundo, Brian Mundo, Rob Mundo, Chris Neiman, Don Rogers, Chris Romero, Tim Snider, Seth Sternberger, Scott Stilphen, and anyone else whose name escapes us at this moment.

The CGExpo Staff

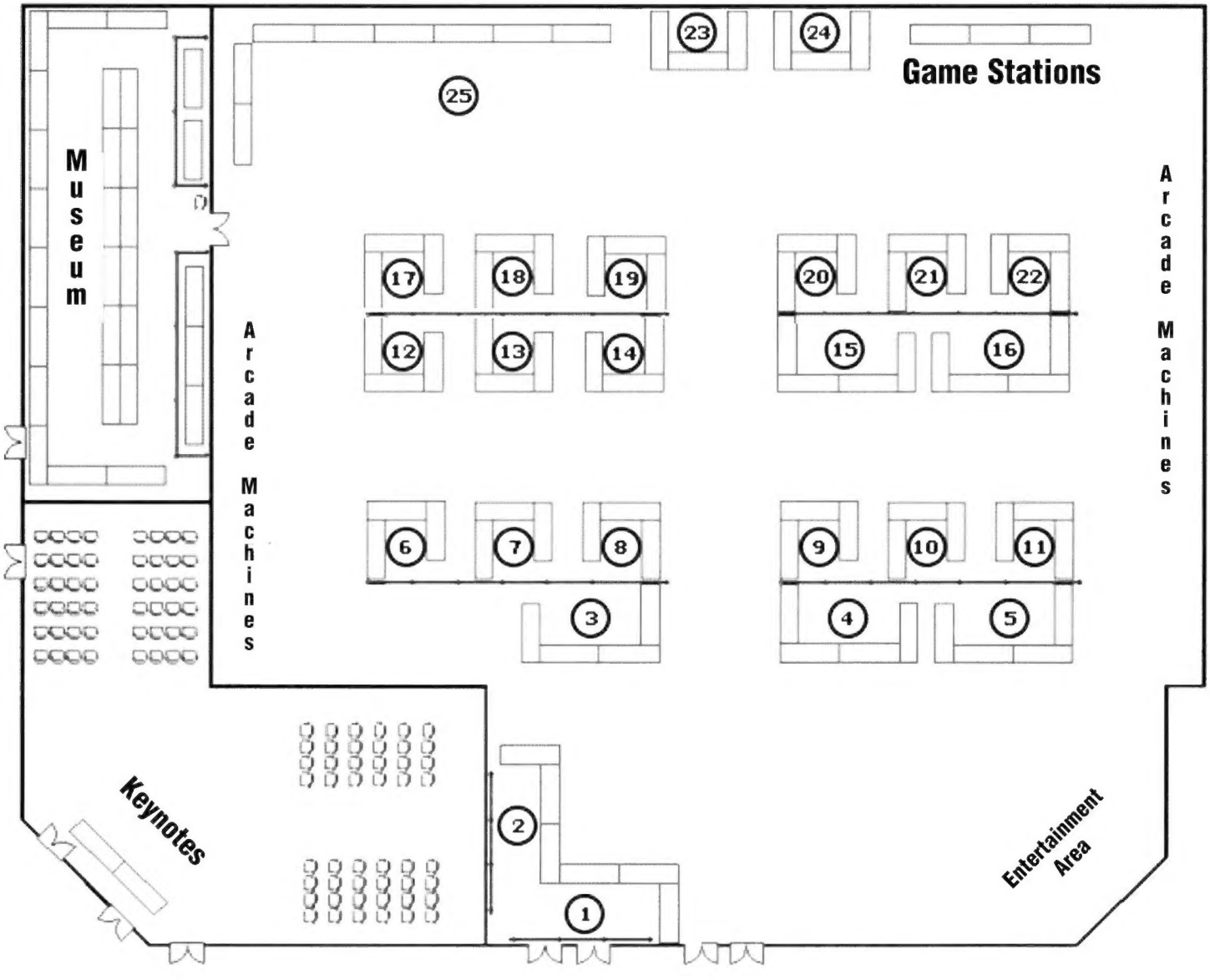
John Hardie, Sean Kelly and Joe Santulli

Classic Gaming Expo is a Production of CGE Services Corp.

For More Information:

www.cgexpo.com e-mail: info@cgexpo.com Phone: 516-568-9768

FLOOR PLAN



1. GE Services Corp.
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4. Intellivision Productions
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6. Packrat Video Games
7. Good Deal Games/ OlderGames.com
8. Ubi Soft
9. Gameswitch.com
10. Home Arcade Classics
11. Neo-Geo Freak
12. RetroGaming Radio
13. CDW Game Source
14. Midway
15. Atari2600.com
16. Lost Levels
17. NWCGE
18. Twin Galaxies
19. Selectsoft Publishing/ HanaHo Games
20. Songbird Productions
21. High Voltage Software
22. DK Atari
23. Las Vegas Pinball Collector's Club
24. Moby Games
25. Tables:
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    Malinche Software
    Individual Computers
    1-Up Zine
    TheyLive.com
    James Freeman
    Cassidy Nolen
    Fresno Commodore User's Group

Please note: The booth listings are current as of this printing. Final booth assignments may change as vendors are added.

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Additional Exhibitors

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1-Up Zine
Cassidy Nolen
Cryptic Allusion
Fresno Commodore Users Group
Good Deal Games/Oldergames.com
Individual Computers
James Freeman
Micromusic.net
Theylive.com
Twin Galaxies

The Classic Gaming Expo Staff would like to thank the following people for their very generous support. Without their help this program would not have happened.

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631-288-8172

SCHEDULE

CLASSIC GAMING EXPO 2003 SCHEDULE

Saturday

9:00 AM	Show Opens
11:00 AM – 12:00 PM	Lunch Time Concert (Main Hall)
9:00 AM – 5:00 PM	Vendors/Exhibitors (Main Hall)
9:00 AM – 5:00 PM	Museum Exhibit (Museum Room)
9:00 AM – 5:00 PM	Home Videogame Game Station Free Play (Main Hall)
9:00 AM – 5:00 PM	Coin-Op Free Play (Main Hall)
9:00 AM – 5:00 PM	Arcade Game Raffle (Tim Arnold's Booth)
9:00 AM – 5:00 PM	Twin Galaxies High Score Competition (Main Hall)
5:00 PM	Show Closes
5:00 PM – 6:00 PM	Collectors' Buy/Sell/Swap Session (Conference Room)
5:00 PM – 6:00 PM	Registration of Auction Items (Conference Room)
6:00 PM – 8:00 PM	Live Auction (Conference Room)

Sunday

10:00 AM	Show Opens
10:00 AM – 4:00 PM	Vendors/Exhibits (Main Hall)
10:00 AM – 4:00 PM	Museum Exhibit (Museum Room)
10:00 AM – 4:00 PM	Coin-Op Free Play (Main Hall)
10:00 AM – 4:00 PM	Home Videogame Game Station Free Play (Main Hall)
10:00 AM – 4:00 PM	Arcade Game Raffle (Tim Arnold's Booth)
10:00 AM – 4:00 PM	Twin Galaxies High Score Competition (Main Hall)
4:00 PM	Show Closes

NOTES:

The schedule for the keynote speeches will be posted on the wall outside the show on Friday night. Many of the speakers have no choice but to make their plans at the last possible minute, which makes scheduling the speeches impossible until a day or two before the show opens.

ALUMNI

KARL ANDERSON

Karl was an Atari coin-op programmer who worked on several early laserdisc projects. Karl's contributions involved pre-Firefox laserdisc-based games like The Last Starfighter.

ROBERT BROWN

Bob was one of the founders of the Atari consumer division where he directed the development of the Atari 2600 and the first 25 games for that system. While at Atari he also developed the Atari Video Music product. From there, Bob branched out and founded Arcadia/Starpath, makers of the cassette-based Supercharger add-on device for the VCS.

STEVE CARTWRIGHT

Steve was one of the ace programmers at Activision. Over the years he has entertained us with such hit titles as Megamania, Frostbite, Barnstorming, Plaque Attack, and Seaquest for the Atari 2600, as well as Hacker & Hacker 2 for various computer systems.

GARTH (TONY) CLOWES

Tony founded Entex Industries, Inc. in 1969. Entex became a leader in electronic products building up to worldwide sales of close to $100 million utilizing many of Clowes' inventions including the world's first true voice recognition products and the first multi-player electronic games. Entex is best known in videogame circles for it's Adventurevision console as well as it's line of incredible handhelds including the best-selling Space Invaders game.

DAVID CRANE

Best known for the Activision mega-hit Pitfall, David actually got his start at Atari where he created such hits as Slot Machine, Outlaw, and Canyon Bomber. At Activision, he designed a string of hits including: Activision Decathlon, Dragster, Fishing Derby, Freeway, Ghostbusters, Grand Prix, Laser Blast, Skateboardin', and Super Skateboardin' (7800). Other titles include A Boy and His Blob, Little Computer People, and Amazing Tennis. In addition to his software achievements, David is a hardware whiz who helped in the design of the Atari 800 computer's operating system, as well as two integrated circuits designed for video game applications.

DON DAGLOW

Don got his start by writing the first computer baseball ever made (on a PDP-10 mainframe). He joined Mattel where he wrote Utopia and contributed to TRON Solar Sailor. Don later went to Electronic Arts where he hired numerous former Intellivision programmers and designers to develop such hits as Adventure Construction Set, Earl Weaver Baseball, and Racing Destruction Set.

WARREN DAVIS

As one of the star-studded arcade designers at Gottlieb, Warren was the lead designer of Q*Bert and also designed Us vs. Them. He later went to work at Midway where he developed Joust 2 in addition to lending his talents to NARC and Terminator 2.

BRAD FREGGER

Brad Fregger was the first computer games producer at Activision (possibly the world, for that matter) working on games designed by David Crane, Alan Miller, and Steve Cartwright. Brad is the producer who discovered Shanghai, is directly involved in the history of Tetris, and is the inventor of Computer Card Solitaire.

ANDREW FUCHS

Andy joined Atari in 1981 to work as a sound designer and software engineer. While there, he developed the sounds and music for many 2600 and 5200 games including Millipede, Obelix, Pengo, and Stargate. He also programmed several sound editors for the Atari 800, and collaborated on a range of sound, music, and speech software.

JOHN HARRIS

Best known for his work at Sierra On-Line where he programmed Jawbreaker, Frogger and Mousekattack for the Atari computers, John also designed educational software for the 400/800 while at Blythe Valley Software. For Tigervision, he ported his famous Jawbreaker to the 2600.

KEITHEN HAYENGA

During his tenure with Atari, Keithen Hayenga designed several games for the Atari 5200 SuperSystem, most notably RealSports Baseball. Groundbreaking for its time, Baseball incorporated digitized speech at a time when home videogame systems required a seperate add-on module for speech synthesis.

JIM HUETHER

Jim kept himself quite busy as one of the top Atari programmers, crafting such classic titles as Flag Capture, Sky Diver, Steeplechase, and helping out with RealSports Volleyball as well as an unreleased football game. His 5200 titles include Realsports Football and the unreleased Xevious. He even programmed an Atari 8-bit computer game called Micro Movie. Jim has worked with Epyx and Sega and contributed to such games as The Sporting News Baseball, California Games II, Cartoon Maker, Joe Montana Football, and Castle of Illusion.

Please note: The alumni listings are current as of this printing and are subject to change.

ALUMNI

ARNIE KATZ

Along with Bill Kunkel and Joyce Worley, Mr. Katz was one of the founders of Electronic Games Magazine, the first and most popular publication devoted strictly to electronic games entertainment.

JOE KING

Joe worked on a greater variety of game systems than any other artist or programmer at Mattel, contributing graphics for games on the Intellivision, Atari 2600, Colecovision, Apple II, and Aquarius. He was also picked to do some demos for Intellivision III and the top secret Intellivision IV. His Intellivision titles included Motocross, Loco-Motion, and Space Shuttle. Joe was also the co-designer of Hover Force and the unreleased Magic Carousel.

GARRY KITCHEN

Garry's first game was Bank Shot, a Parker Bros. hand-held, that was named as one of the 10 best toys of 1980. His first Atari 2600 product was Coleco's Donkey Kong. After joining Activision, Garry designed the award-winning Keystone Kapers, as well as Pressure Cooker and Space Jockey (U.S. Games). Garry moved into the Commodore 64 arena where he created The Designer's Pencil and Garry Kitchen's Gamemaker, which earned him the title of Video Game Designer of the Year in 1985.

DAN KRAMER

Worked in the hardware division of Atari in the early 1980's. Best known for designing the Atari 2600 and 5200 Trak-Ball controllers.

BILL KUNKEL

Bill co-founded Electronic Games magazine, the premier Video Game mag of its day. He also had a hand in designing several new magazines including Video Games & Computer Entertainment, Sega Visions and a new incarnation of Electronic Games in 1992. Bill is well-known for his popular Game Doctor and Kunkel Report columns.

FRANZ LANZINGER

Franz worked as a programmer and game designer at Atari Games and Tengen. Early on in his career he programmed and designed the ground-breaking arcade hit, Crystal Castles. A terrific video game player himself, Franz even held the world record for the arcade version of Centipede for six months in 1981. At Tengen, Franz worked on Toobin' for the NES, Ms. Pac-Man for the NES and Genesis, and Rampart for the NES and SNES.

MARK LESSER

Mark's career in electronic gaming has spanned 25 years, from the early days of 4-bit handhelds through the evolution of the video game console. At Mattel, Mark programmed numerous handhelds including AutoRace, Football I, Baseball, Missile Attack, Brain Baffler, and the Horoscope Computer. Mark later went to Parker Bros. where he wrote Frogger II and the unreleased Lord of the Rings for the Atari VCS. He later did some work on the Genesis creating Madden '93 Football, and the NHL Hockey series from 1994 through 1997.

RICK LEVINE

While at Mattel, Rick wrote PBA Bowling for the Intellivision. He later left for Imagic where he created the incredible hits, Microsurgeon and Truckin'.

ALAN MILLER

A master programmer at Atari where he designed such classics as Hangman, Basketball, and the incredibly addictive Surround, Alan left the company to help form Activision, the first 3rd party software publisher. At Activision, he penned numerous hits for the Atari VCS including Checkers, Tennis, Ice Hockey, Starmaster, and Robot Tank.

BOB NEWSTADT

Bob was one of the talented programmers who worked on the Intellivision. His major contribution to the system's incredible library was the tremendously popular Pinball game.

PAUL NORMAN

Paul was one of the main computer game programmers at Cosmi from 1982 through 1989. His hits included Forbidden Forest, Aztec Challenge, Caverns of Khafka, Super Huey Helicopter, Beyond the Forbidden Forest, Huey II, Def Con 5, Navy Seal, and The President Is Missing. Paul was also a guitarist and composer for several bands during the 1970's and 80's and has toured with such acts as Steppenwolf, Chicago, Taj Mahal, and many others!

KAREN NUGENT

Karen was a graphic artist at Mattel and was the graphics designer for BurgerTime, Super Pro Football, Mission X, Scooby Doo's Maze Chase, and the unreleased Flinstone's Keyboard Fun. After Mattel, Karen produced the graphics for the incredible Sierra On-Line computer game, The Black Cauldron.

BOB POLARO

Bob's game career started with Commodore where he designed the PET titles, Baseball, Stock Portfolio, and Blackjack. He jumped to Atari and released States And Capitals, Hangman, Biorhythm, Lemonade Stand, and Mugwump for the Atari 8-bit computers. Bob really hit gold when he moved into 2600 development with such unforgettable titles as Defender, RealSports Volleyball, Desert Falcon, SprintMaster and Road Runner. He also designed the 2600 version of Rampage for Activision.

KEITH ROBINSON

Keith joined Mattel as a programmer and designed the game, TRON Solar Sailer. He then moved into a management position where he supervised the production of titles for Intellivision, Coleco, and other platforms. After Mattel sold the Intellivision rights to INTV Corp., Keith started a graphic design firm that was contracted to design the package art for INTV's Intellivision releases until INTV shut down in 1990

STEPHEN RONEY

Stephen co-designed and co-programmed the Intellivoice games Space Spartans, B-17 Bomber, and the unreleased Space Shuttle. He also designed and programmed the unreleased game Hypnotic Lights as well as handling the conversion of Utopia to the Aquarius Home Computer System.

ED ROTBERG

Ed designed coin-ops during three decades, working with both Atari and Sente. His first arcade design was Atari Baseball in 1979 but he is best known for designing the classic arcade hit, Battlezone. He later moved to Sente and designed titles such as Snake Pit, Hat Trick, and Goalie Ghost. In 1987 he returned to Atari and was responsible for the design of the brilliant S.T.U.N. Runner coin-op. He was the lead designer on Atari's Blasteroids and Shuuz, and co-designed Steel Talons with Ed Logg.

TIM SKELLY

Tim is a vector graphics guru having created the classic arcade hits, Star Hawk, Sundance, Warrior, Rip-Off and Armor Attack. He also designed the popular Star Castle, and the very unique War of the Worlds. Later, at Gottlieb, he programmed the incredible Reactor.

TOM SLOPER

Tom's first game design was a game watch from GCE called "Game Time". He then moved onto the Vectrex system where he designed Spike and Bedlam. Tom joined Atari Corp. as Director of Product Development where he spearheaded the revitalization of the 2600 and 7800 game systems.

JAY SMITH

Founder of Smith Engineering, where he was the mastermind behind the Vectrex, a cartridge-based game system which featured a 9-inch vectorscan display. Founder and CEO of Adrenalin Interactive, Inc.

ROBERT SMITH

Like many others, Bob started at Atari where he programmed the best-selling Atari VCS version of Video Pinball. Bob then hooked up with Imagic where he released Riddle of the Sphinx, Star Voyager, Dragonfire, and Moonsweeper. He was then contracted to develop the Atari 2600 version of Star Wars for Parker Bros.

DAVID STIFEL

David was an Intellivision programmer at Mattel, where he designed the 1983 Intellivision Demonstration Cartridge. He also worked on a title called Game Factory for the ECS component, which he completed literally on the final day Mattel Electronics shut its doors for good. David is also a character actor and has appeared in such films as Minority Report and Gods and Generals.

DAVE WARHOL

David worked with other "Blue Sky Rangers" at Mattel Electronics, designing and writing Mind Strike, co-writing Thunder Castle, and contributing to the audio on a number of other games. His music and audio can also be found in C64, Atari 400/800, Apple II, and Amiga products.

HOWARD SCOTT WARSHAW

Howard Scott Warshaw came to Silicon Valley in 1979 and, after a brief stint at Hewlett Packard, joined Atari. There he produced Yar's Revenge (Atari's biggest selling original game), Raiders of the Lost Ark, and the infamous E.T.

BILL WENTWORTH

Bill has almost 20 years of experience in the graphic design field and has inked some of the best game covers around including numerous titles for Absolute Entertainment. He is currently the Vice President of Creative Development at Skyworks Technologies.

STEVE WOITA

Steve started at Apple where he co-designed a device called the JOYPORT which was licensed by Sirius. The Joyport allowed 4 game paddles and 2 Atari controllers to be hooked up to an Apple II. Steve later went to Atari where he desinged three games for the VCS: Quadrun (the first home videogame withvoice that didn't require extra hardware), Taz, and Asterix. After Atari, Steve did more contract for Apple before going to Tengen to create Super Sprint for the NES.

JOYCE WORLEY

Along with Arnie Katz and Bill Kunkel, Joyce helped found Electronic Games Magazine, the first publication devoted strictly to electronic entertainment. She also concurrently published Electronic Games Hotline, a bi-weekly newsletter which covered the latest news concerning the hobby. Worley, Katz, and Kunkel also did entertainment content for VideoGames And Computer Entertainment Magazine in the late 80's.

ROB ZDYBEL

Rob programmed Realsports Football and Star Trek for the Atari VCS. He later wrote the 5200 operating system and Missile Command. Rob has remained an active game designer over the years (he even wrote Warbirds for the Lynx) and recently contributed his talents at 3DO.

AUTOGRAPHS

AUTOGRAPHS

MUSEUM

CLASSIC GAMING EXPO MUSEUM HIGHLIGHTS

The CGE Museum includes a wide selection of videogame items. From games and systems that most of us had while growing up, to the most obscure prototypes and one-of-a-kind items you'll ever see. Each year items are shipped from all over the world and assembled into what is the largest and most comprehensive collection of videogame history ever put on public display. While the core items remain the same from year to year, contributions and loans from our celebrity guests as well as the attendees are constantly changing.

This is one of the most popular aspects of Classic Gaming Expo. It gives people an opportunity to see and touch pieces of videogame history that they would otherwise have never seen.

From Ralph Baer' "Brown Box" to Jay Smith' Color Vectrex, here's just a few of the hundreds of items that have been on display....

The Kee Games version of the Atari 2600. This is the only mock-up known to exist.

2600 Rarities. Items like the CX-2000 VCS, CX-2700 (Remote Control VCS), CX-2800 (Japanese VCS), and the Kee Games model of the Atari 2600 are prototypes or mock-ups that never made it into production. Also on display are some of the rarest cartridges in existence including Magicard, Video Life, and Eli's Ladder.

Atari 7800 keyboard add-on. Only two are known to exist.

Add-ons. There have been numerous add-ons for the various systems over the years. Computer keyboards were a popular theme although many companies tried to boost the power of the machines with their products. Items like Answer Software's PGP-1 would allow you to alter the code from your favorite game. In addition to the two previously mentioned items, the museum has hosted a diverse mix of popular and rare add-ons including the Starpath Supercharger, Compumate Keyboard, Gameline Modem, KidVid Module, Vidco Copy Cart, and the Atari Mindlink Controller.

Stand-alones. This section includes many of numerous home pong-type systems and handhelds that have been made over the years. Atari released several of these including Video Pinball, Stunt Cycle, Ultra Pong, and others. There are also a few that they didn't release like the Cosmos Holographic System, Atari Game Brain, and even a box for a handheld version of Space Invaders. Look for an incredible collection of handhelds this year on loan from collector Rik Morgan.

The Playcable Modem for Intellivision. Only test-marketed in certain areas of the U.S. and Canada.

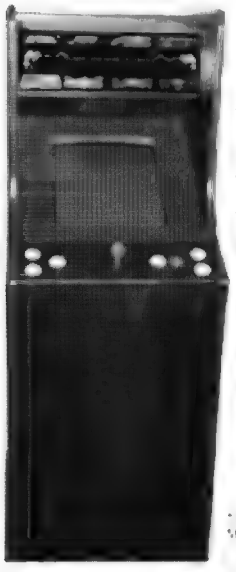
Intellivision. The Intellivision section of the museum contains just about every released and unreleased item. The Music Keyboard, System Changer, ECS Computer, Intellivoice, and original Keyboard Component make up the bulk of this section. Also included is a rare selection of prototype, demonstration, and test cartridges.

Atari 5200 Hotel Console. Used by hotels to offer in-room games and movies.

Atari 5200. A fascinating section showing some great rarities like the Atari Kid's Controller, Atari 5100 (5200 Jr.), 5200 Paddle Controller, Masterplay Interface, and Starcon Arcade Joystick. A selection of software prototypes including Tempest and Asteroids has also been on display.

Misc. As if all that wasn't enough, there's still tons of items we don't have space to mention. Systems and rarities for the Odyssey, Vectrex, and Coleco categories, as well as a load of oddball, rare items, and videogame memorabilia round out the display. Feel free to take pictures and enjoy!

WWW.HOMEARCADECLASSICS.COM



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Gravitar
Joust
Joust 2
KLAX
Marble Madness
Millipede
Missile Command
Moon Patrol
Ms. Pac Man
Paperboy
Pong
Q*Bert
Rampage
Rampart
RoadBlasters
Robotron: 2084
Satan's Hollow
Sinistar
Smash TV
Splat!
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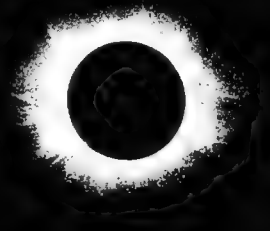

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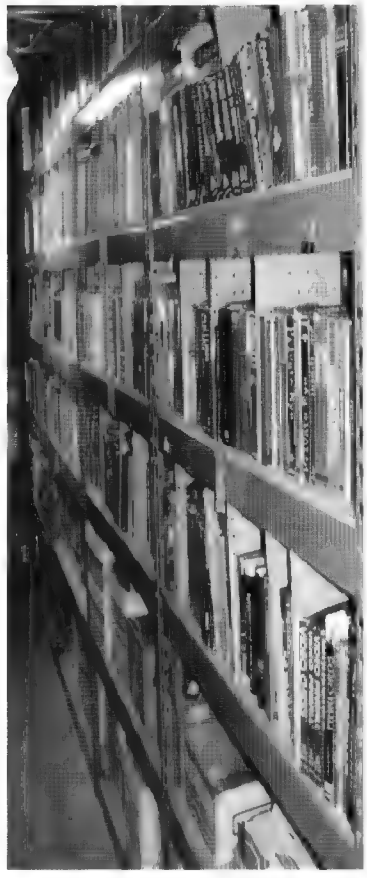

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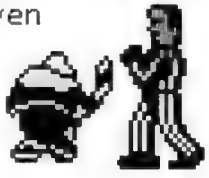

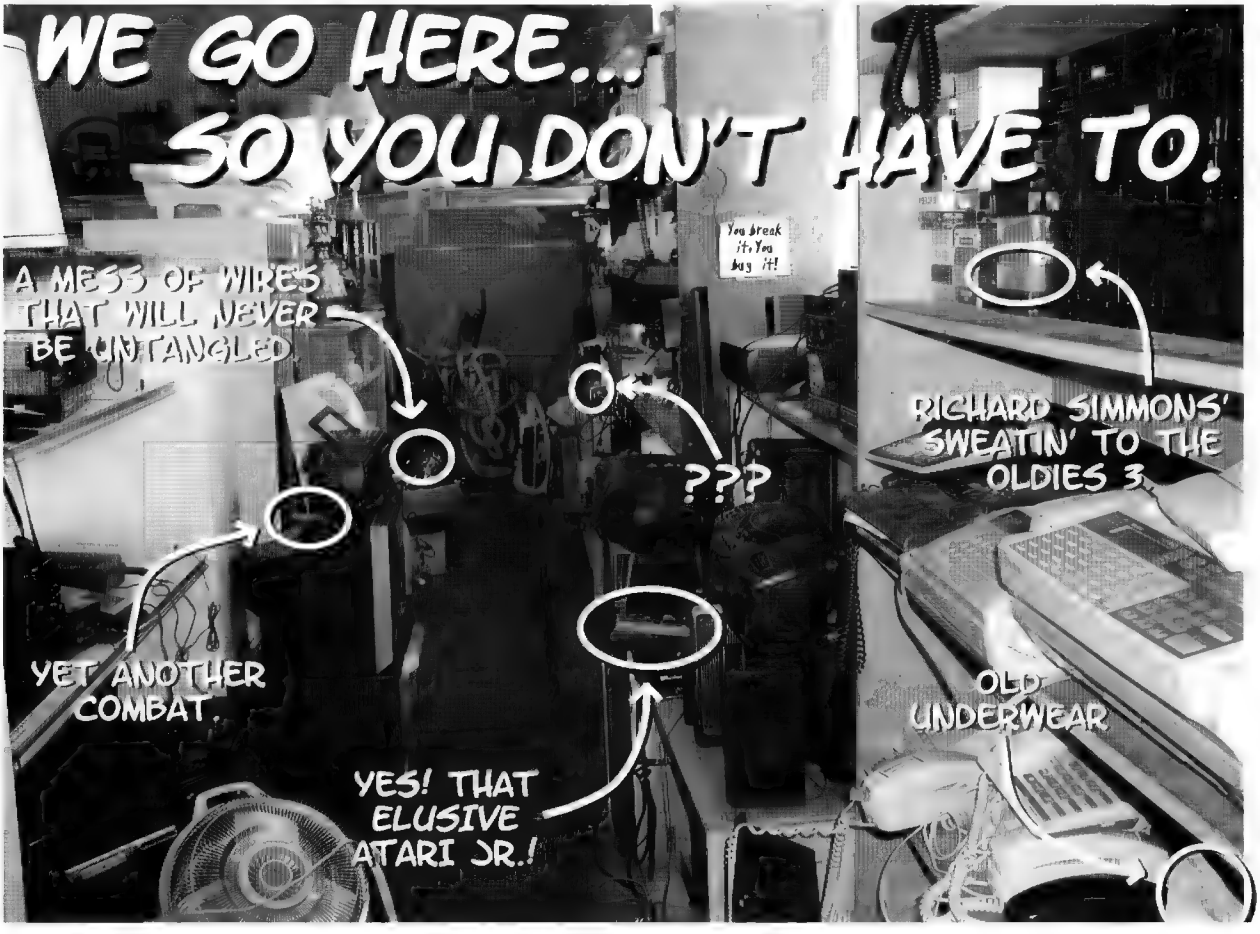
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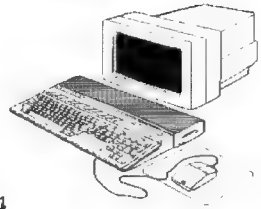

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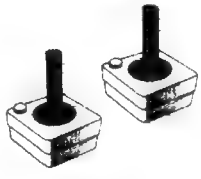

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The folks at NWCGE are excited to sponsor the release of new classic gaming products this year. Included is the release of an unreleased prototype, Labrynth, for the 2600/Supercharger presented by Marvin Lambright, along with demonstration of the Cuttle Cart II by Schell Electronics and Paul Slocum's new 2600 based RPG. In addition, NWCGE will have on display many classic game systems and unique hardware modifications to view and play. Many systems which have typically been underrepresented at past CGE shows, including Amiga, Apple, Commodore and many more will be there for your gaming pleasure. Stop by, play a few games, chat with the friendly folks of the Pacific Northwest and feel free to join us at

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Contact. The main purpose of the NWCGE is to provide a means to contact other collectors and game players. Although the Greater Seatle area is the locale of most of the meetings and events, persons outside of this area are encouraged to join as well.

Support for collectors. Shared resources and information are vital aspects of NWCGE Collectors are able to avoid wasting time and money on items and info that can be accumulated better collectively.

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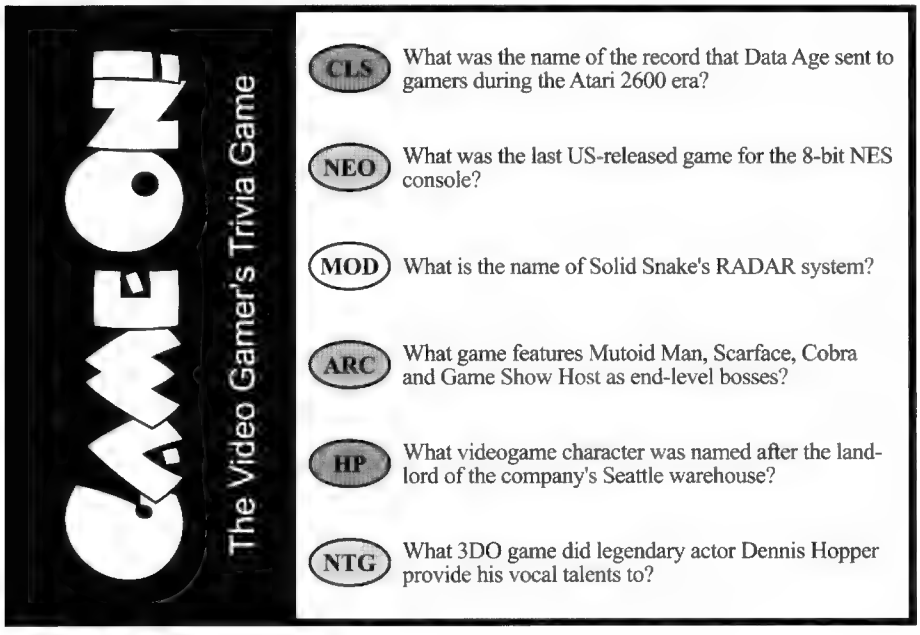
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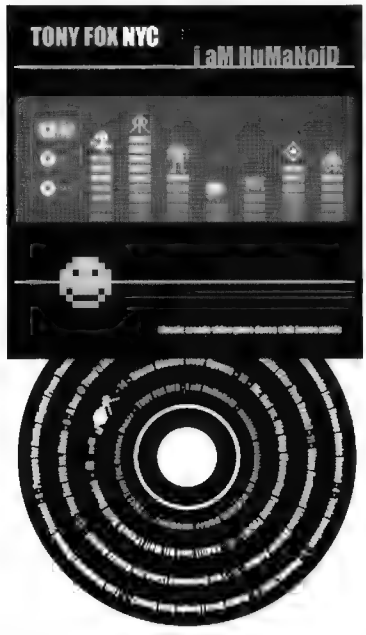

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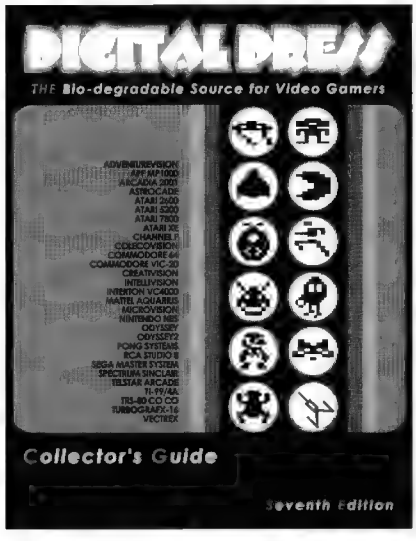

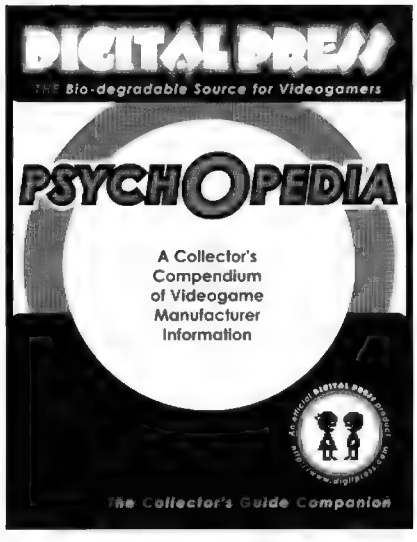

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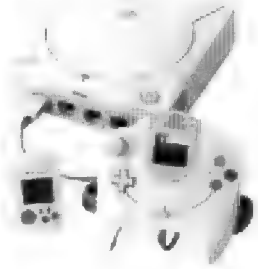

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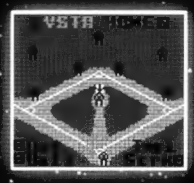

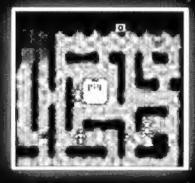

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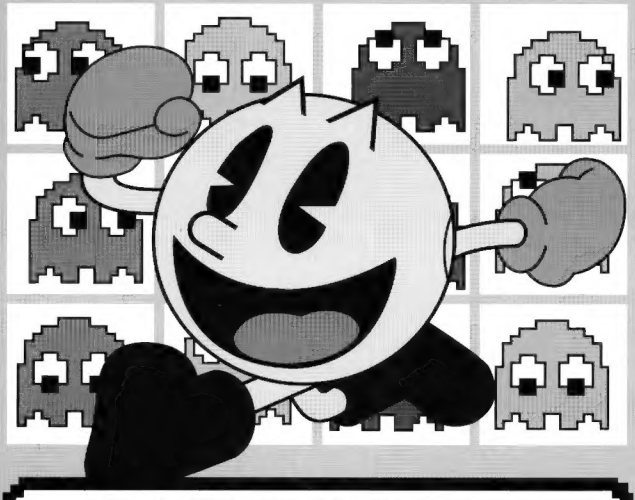

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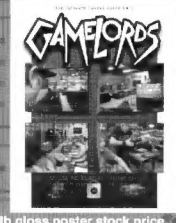

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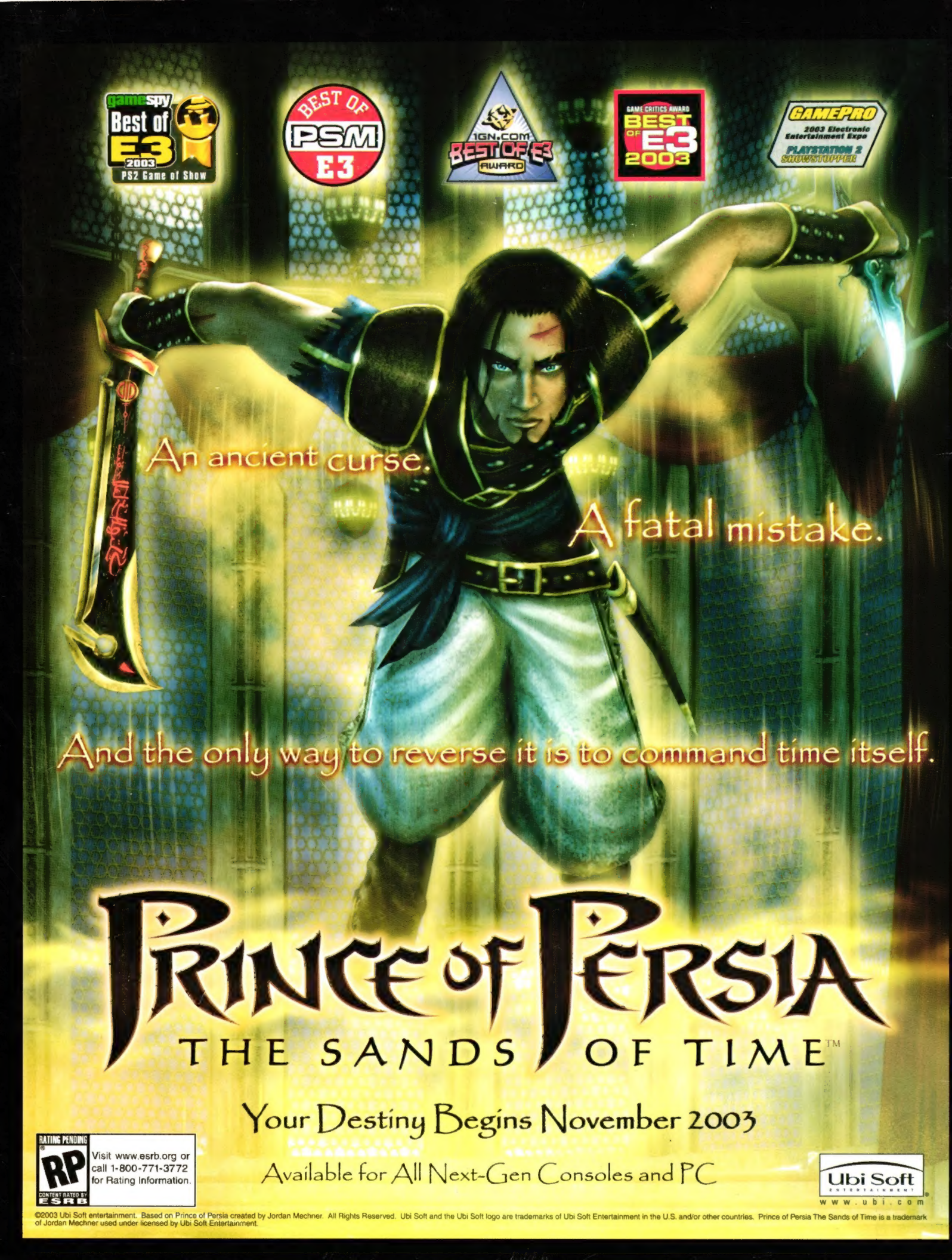
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